
11. Tale of a Tail

Program Name: Tale.java

Input File: none

In Lewis Carroll's "Alice's Adventures in Wonderland", there is a mouse who tells his long and sad tale to Alice. Alice misunderstands him and thinks he is talking about his 'tail', and imagines the mouse's story to be shaped like a mouse's tail. Please print out the start of the mouse's story, "This is a very long and unhappy tale.", exactly as in the sample output.

Input

None.

Output

Output the words as shown in the Example Output.

Example Output to Screen

```
This is a
  very long
    and un-
  happy
tale
.
```